GAMETEK

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GAMETEK

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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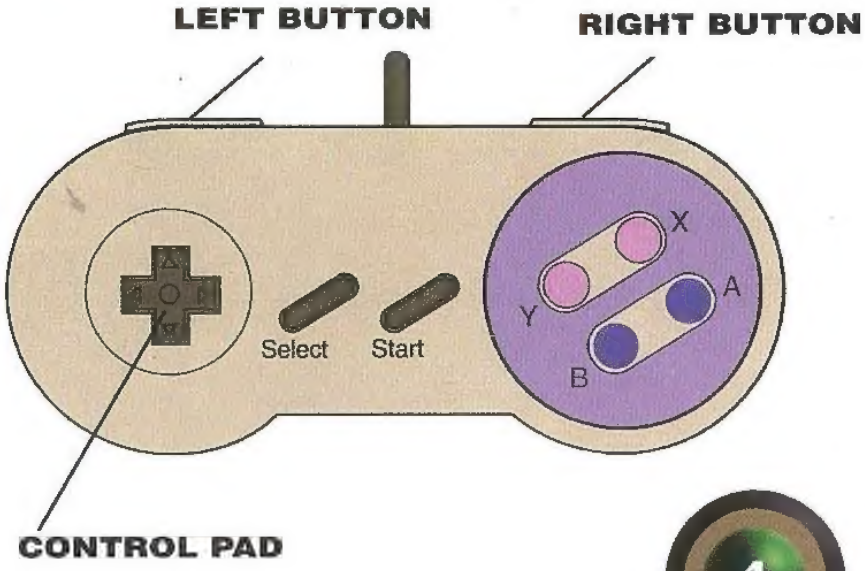
PINBALL FANTASIES

STARTING UP

Make sure that your Super Nintendo Entertainment System power switch is turned OFF. Insert your Pinball Fantasies Game Pak, then turn ON the power switch.

CONTROLS



Control Pad
Is used to launch the ball into play by pressing DOWN.
Is used to control the left flipper by pressing LEFT on the control pad.

Select Button
Is used to exit a table prematurely.

Start Button
Chooses a desired game table.
Pauses a game in play.

A, X and Y Buttons
Controls the Right Flipper.

B Button
Can be used to launch the ball into play.

L or R Buttons
Nudge the table. Doing this too rapidly will TILT the table.

NOTE: The controls can be reconfigured by choosing the options menu at the main screen.

GAME SELECTION
At the main screen press the control pad LEFT or RIGHT to choose what table you wish to play. Press the START button to begin play.

If you wish to modify your game, use the Options screen on the far right. Here you can toggle sound effects, music, number of balls, table gravity and game control buttons.

PARTY LAND

GAME PLAY

THE PUKE ROLL-OVERS

Spelling "PUKE" by lighting up the four letters with the Puke Roll-Overs enables a bonus in the Dragon's Mouth. There are three bonuses to enable. The first time you spell "PUKE" you enable 5 million points. The second time you spell "PUKE" you enable an Extra Ball.

The third time you spell "PUKE" you enable the Jackpot. These bonuses loop around, so that the fourth time you spell "PUKE" you enable the 5 million points bonus again, and so on. The "PUKE" letters are cyclable by using the flipper keys.

THE SKYRIDE RAMP

Shooting the ball up the Skyride ramp enables a Rocket Light. You also use the Skyride ramp to get to the Puke Roll-Overs.

THE DROP ZONE

The ball will drop from here after you have played the Arcade one-arm-bandit, shot the ball through the Tunnel or have managed to find the Hidden Hallway...

THE LEFT PASSAGE

Shoot the ball through the Left Passage to light up a "MAD" letter.

THE ROCKET LIGHTS

Light up all 3 Rocket Lights to enable a Multi-Bonus on the Right Passage. You can enable Multi-Bonuses of x2, x4, x6 and x8.
Once you have enabled all the Multi-Bonuses, lighting up all 3 Rocket Lights will award an Extra Ball. If you are lucky enough to light the Rocket Lights once again, you will be awarded with 1 million points. When you have collected both the Extra Ball and the 1 million points bonuses they reset, so that lighting all 3 Rocket Lights again will award an Extra Ball, and so on.

THE TUNNEL

Shoot the ball through the Tunnel repeatedly to collect the Tunnel bonus. The first time you shoot the Tunnel you will collect 1 million points and enable the "3M" light for 10 seconds. Shoot the Tunnel while the "3M" light is flashing to collect 3 million points and enable the "5M" light for 10 seconds. Shoot the Tunnel while the "5M" light is flashing to collect the top Tunnel bonus of 5 million points.

THE CYCLONE RAMP

Shoot the ball up the Cyclone ramp to add 1 to the Cyclone bonus counter. Shooting the ball here while the "x5" light is flashing will add 5 to the Cyclone bonus counter.

THE RIGHT PASSAGE

Shooting the ball through the Right Passage awards the flashing Balloon bonus, and enables the next one. There are three Balloon bonuses, 250,000 points, 500,000 points and 750,000 points. Once you have collected all 3 Balloon bonuses, they will reset so that you can shoot for them again.

THE ARCADE SWITCH

Hit this switch to enable the Arcade one-arm-bandit (the Arcade will flash when it is enabled.)

THE ARCADE

Shooting the ball into the Arcade once it is enabled will award you with 1 play on the one-arm-bandit. Getting 3 Bars will award you with 1 of 6 different bonuses:

1. Nothing (no bonus).
2. 500,000 points.
3. 1 million points.
4. 5 million points.
5. Enable the Side-Lane Extra Ball feature.
6. Light up an extra Crazy letter.

THE DUCK TARGETS

Spelling "HIT" by hitting all 3 Duck Targets will enable a Snack on the Left Ball Trap. You can enable an Icecream, a Soda or a packet of Popcorn. You can enable all 3 Snacks at once, but shooting the Left Ball Trap will only award you with the next Snack in the sequence.

THE DRAGON

Shooting the ball into the Dragon's mouth will award you with a special bonus. You can collect the Jackpot if the "JP" light is flashing, an Extra Ball if the "Ball" light is flashing or 5 million points if the "5M" light is flashing. If there are no special bonus lights enabled, you will collect 250,000 points.

THE LEFT BALL TRAP

Shoot the ball into the Left Ball Trap to collect the flashing Snack. When you collect all 3 Snacks from here (Icecream, Soda and Popcorn) you will also enable the Hold Bonus and the Double Bonus features on the Right Passage. Note that the Double Bonus is only available for 10 seconds.
Every time you manage to collect all 3 Snacks after collecting them for the first time, you will enable the Double Bonus on the Right Passage.

THE CRAZY LETTERS

You light up 1 Crazy letter each time you spell "MAD". Spelling "CRAZY" by lighting up all the letters enables the Mega-Laugh feature.

THE PARTY LIGHTS

If you spell "PARTY" by lighting all the letters, you will enable the Happy-Hour feature. You light the letters as follows:

1. To light P, shoot the ball through an inverse loop and then into the Tunnel.
2. To light A, enable all 3 Snacks using the Duck Targets and then collect the Snacks from the Left Ball Trap.
3. To light R, shoot the ball through an inverse loop and then up the Cyclone ramp.
4. To light T, shoot any Loop (normal or inverse) or the Skyride ramp twice within 10 seconds.
5. To light Y, light up all the "PUKE" letters.

THE LOOP AND AN INVERSE LOOP

You complete the Loop by shooting the ball hard through the Left Passage so that it rolls over the top of the table and down the Right Passage.
An inverse Loop is completed by shooting the ball the opposite way around the Passages, i.e. up the Right Passage and down the Left.

BONUS MULTIPLIERS

If you shoot the Skyride ramp 3 times and then shoot an inverse Loop you will automatically collect the next Multi-bonus in the sequence.

THE MEGA-LAUGH FEATURE

When you enable the Mega-Laugh feature, you can collect 5 million points by shooting the ball through any passage or up any ramp. Each time it is enabled, this feature lasts for 25 seconds.
Enabling Mega-Laugh also enables the Jackpot in the Dragon's mouth.

THE HAPPY-HOUR FEATURE

When you enable the Happy-Hour feature, you can collect 1 million points by shooting the ball at any drop-target, bumper or switch. Like Mega-Laugh, this feature only lasts for 25 seconds each time it is enabled.

Enabling Happy-Hour also enables the Jackpot in the Dragon's mouth.

THE SIDE-LANE EXTRA BALL LIGHTS

When the "XB" lights have been enabled in the left and right side-lanes, losing the ball down either lane will award an Extra Ball.

THE SKILL-SHOT FEATURE

You can score a Skill-Shot by shooting either the Tunnel or the Skyride ramp immediately after shooting the ball from the ball chute.
The first time you complete a Skill-Shot, you will be awarded with 1 million points. The second time will award you with 2 million points, the third with 3 million points, and so on.

THE HIDDEN HALLWAY

Find and shoot the Hidden Hallway to enable the "x5" light on the Cyclone ramp.

SPEED DEVILS

GAME PLAY

THE OFFROAD PASSAGE

Shooting the ball through the Offroad passage when the "MB" light is flashing will award you with a Multi-bonus. You can collect Multi-bonuses of x2, x3, x4, x5, x6, x7, x8 and x9. If you shoot the Offroad passage when either the "1" or "4" lights are flashing, you will collect a bolt-on for your car.

THE TOP-RIGHT PASSAGE

Shooting the ball through the Top-right passage when the "XBALL" light is flashing will award you with an Extra Ball. If you shoot the Top-right passage when the either the "3" or "5" lights are flashing, you will collect a bolt-on for your car.

THE PIT STOP

Shooting the ball into the Pit Stop when the "HB" light is flashing will enable the Hold Bonus feature. If you shoot the Pit Stop when the "SUPER" light is flashing you will collect the Super Jackpot. When the "GOAL" light is flashing, shoot the Pit Stop to enable the Turbo-Mode feature.

THE PIT ROLL-OVERS

Spelling "PIT" by lighting up all 3 letters with the Pit Roll-overs enables a Multi-bonus on the Offroad passage. Once all the Multi-bonuses have been enabled and collected, spelling "PIT" will award you with 1 million points.

THE RIGHT RAMP

If you shoot the ball up the Right ramp you will collect 1 Mile.
If you shoot the ball up the Right ramp within 5 seconds of having shot the Left ramp, you will move up to the next Position and collect 1 million points.

THE JUMP RAMP

If you shoot the Jump ramp when the "JP" light is flashing you will collect the Jackpot. You can collect another bolt-on for your car by shooting the Jump ramp when the "2" light is flashing. When the "JUMP" light is flashing, shooting the Jump ramp will award 10 million points.

THE LEFT RAMP

If you shoot the ball up the Left ramp you will collect 1 Mile. If you shoot the ball up the Left ramp within 5 seconds of having shot the Right ramp, you will move up to the next Position and collect 1 million points.

THE BURNIN' LIGHTS

Hit and light up all 6 "BURNIN'" lights to enable the "A" and "R" lights of "GEAR".

THE GEAR LIGHTS

If you spell "GEAR" by lighting up all 4 letters, you will enable 2 Position Overtakes on the ramps. You spell "GEAR" as follows:

1. Shoot the ball up the Jump ramp to light "G".
2. Shoot the ball through the Offroad passage to light "E".
3. Hit and light the "B", "U" and "R" letters to light "A".
4. Hit and light the "N", "I" and "N'" letters to light "R".

You can light the letters in any order you wish.

THE SPEEDOMETER

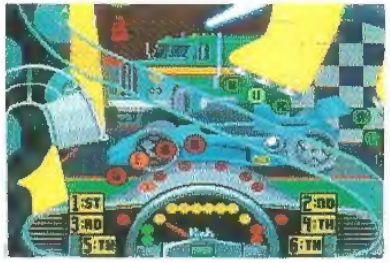
Each time you shoot the ball up the Left and Right (or Right and Left) ramps and then straight up the Jump ramp, you advance the Speedometer 1 segment and increase your speed. Both the Left and Right ramps will then award 1000x the Speedometer value reading when shot.

THE POSITION LIGHTS

When a pair of Position lights are flashing, you can improve your race position (and get closer to pole position) by setting the lights on. To set a light, shoot the ball up the Left and then the Right ramp (or vice-versa) in quick succession. You will then perform an Overtake, collect 1 million points and slide into a new race position.

THE CAR

Each time you advance 2 speed steps on the Speedometer, a bolt-on will be enabled for your car. Collect the bolt-on by shooting the ramp or passage where a 1-5 light is flashing. Once you have collected a bolt-on, it will flash on the car.



THE MILES FEATURE

For each multiple of 10 miles you collect, you will enable a bonus feature:

1. Collecting odd multiples of10 miles (i.e 30, 50, 70...) enables the Jump feature.

2. Collecting even multiples of 10 miles (i.e. 40, 60, 80...) enables the Offroad feature.
3. Collecting 10 miles enables the Offroad feature.
4. Collecting 20 miles enables the Extra Ball on the Top-right passage.

THE OFF ROAD FEATURE

During Offroad, hitting any drop-target, bumper or switch will award 100,000 points. Each time it is enabled, this feature lasts only for 25 seconds.

THE GOAL FEATURE

When you have managed to reach pole position (1st Position), the Goal feature will be enabled in the Pit Stop and the Jackpot will become available on the Jump ramp for 20 seconds.

THE TURBO-MODE FEATURE

Collecting the Goal from the Pit Stop enables Turbo-Mode, where every time you shoot the ball up a ramp you are awarded 5 million points. Each time it is enabled, Turbo-Mode lasts for 25 seconds.

THE JUMP FEATURE

Once Jump is enabled, shooting the Jump ramp will award you with 10 million points.

BILLION DOLLAR GAME SHOW

GAME PLAY

THE LOOP MIL RAMP
Shooting the ball around the Loop Mil ramp in quick succession will award you with 1 million points. You also use this ramp to reach the Left ball trap and collect any Prizes that you may have enabled, or to spin the Small Wheel when it is enabled.

THE DOLLAR DROP-TARGETS
If you hit and set both Dollar Drop-targets you will enable the Small Wheel in the Left ball trap (the "SPIN WHEEL" light will flash to indicate that the Wheel is primed.)

THE RIGHT PASSAGE
You will need to shoot the ball through the Right passage when trying to enable some of the Prizes.

THE SKILL RAMP
Each time you shoot the ball up the Skill ramp you add 1 to the bonus counter. You can enable bonus features depending on how many bonus counts you collect:
6 counts enable the Money Mania feature
12 counts enable an Extra Ball on the Left passage
18, 24, 30 ... counts enable the Money Mania feature.

THE LEFT PASSAGE
If you shoot the ball through the Left passage when the Extra Ball light is flashing you are awarded, of course, an extra ball (the "MO'MONEY" light will be enabled once you have collected an extra ball).

THE CLOCKWISE RAMP
Shooting the ball up the Clockwise ramp when the "50M" light is lit will award the Super Jackpot (50 million points). Shooting the ball here will also enable the "CASH X5" feature in the Lock.

THE RIGHT RAMP
If you shoot the ball up the Right ramp when the "JACK POT" light is lit you will be awarded the Jackpot bonus.

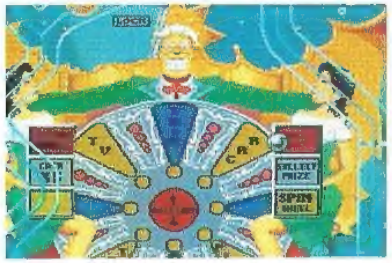
THE LOCK
Shooting the ball into the Lock awards the current Cashpot bonus. You can collect 5 times the Cashpot bonus by shooting the Lock when the "CASH X5" light is flashing. Lastly, once you have managed to collect all 6 prizes, shoot the Lock to enable the Billion bonus on the Left Ball Trap.

THE SMALL WHEEL FEATURE
Once you have enabled the Small Wheel, you can spin it by shooting the Loop Mil ramp so that the ball falls down into the Left ball trap. The ball trap will hold the ball while the wheel spins, slows down and then stops to award you one of 8 score bonuses:
25,000 points, 50,000 points, 100,000 points, 250,000 points, 500,000 points, 1,000,000 points, 2,500,000 points or 5,000,000 points.
Once you have been awarded the bonus, the ball will be shot back into play.

THE LEFT BALL TRAP
The Left ball trap is opened by:

1. Enabling the TV, the Car and the Trip Prizes.
2. Enabling the Boat, the Plane and the House Prizes.
3. Hitting both Dollar targets.

Apart from collecting the Prizes, you use the Left ball trap to spin the Small Wheel and collect the Billion bonus when they are enabled.



THE PRIZES

There are 6 prizes to be collected. The Prizes are split up into 2 groups of 3:
Group 1 - The TV, the Car and the Trip.
Group 2 - The Boat, the Plane and the House.
You have to shoot the ball through different combinations of ramps and passages to enable each Prize, as follows:

1. Shoot the Right ramp and then the Skill ramp to enable the TV.
2. Shoot the Right ramp and then the Clockwise ramp to enable the Car.
3. Shoot the Left passage and then Skill ramp to enable the Trip.
4. Shoot the Right ramp, the Skill ramp and then the Right passage to enable the Boat.
5. Shoot the Right ramp, the Clockwise ramp and then the Left passage to enable the Plane.
6. Shoot the Left passage, the Skill ramp and then the Right passage to enable the House.

Once you have enabled a Prize, its light (somewhere around the edge of the Small Wheel) will start flashing.
Please note that you have to enable all 3 Prizes in a group before you can collect them from the Left ball trap. Collecting 3 Prizes will also enable the Jackpot for a 25 second period.
If you fail to enable all the Prizes in any group (i.e. if you lose the ball) you will have to start again from scratch on your next ball.

THE MULTI-BONUSES

If you shoot the Left passage and then the Clockwise ramp you will collect the next Multi-bonus in the sequence. You can collect Multi-bonuses of x2, x3, x4, x6, x8 and x10.

THE SUPER-JACKPOT FEATURE

Collecting the Jackpot enables the Super-Jackpot (50 million points) on the Clockwise ramp for a 5 second period.

THE MILLION PLUS FEATURE

If you shoot the ball up the Right ramp and then the Clockwise ramp, you will collect 1 million points. Each further time you complete this ramp combination you increase the bonus by 1 million and then collect it (i.e. the 2nd time you do it you score 2 million points, the 3rd time 3 million points, etc.)

STONES N BONES

GAME PLAY

THE KEY ROLL-OVERS

Spelling "KEY" by lighting up all 3 letters will enable the next Tower bonus and open the Tower.
Whenever you shoot the ball into the table from the ball chute, one of the "KEY" letters will be lit. If the ball crosses this rapidly flashing letter, you will collect a Skill Shot bonus. Skill Shot bonuses start at 1 million points and increase by 1 million every time you collect one.
The "KEY" letters are cyclable by using the flipper keys.

THE TOWER RAMP

Shoot the ball up the Tower ramp to collect the current Tower bonus, which will be highlighted underneath the Tower. There are 7 Tower bonuses to collect - an Extra Ball, the Jackpot, the Super-Jackpot, 1 million points, 5 million points, the Hold Bonus and the Double Bonus.

THE RIP LIGHTS

If you spell "RIP" by lighting up all 3 letters, you will enable the Kick-back feature in the Vault.

THE SCREAMS RAMP

Shooting the ball up the Screams ramp will add 1 Scream to the Screams counter. If you shoot the ramp when the "2X SCREAM" light is flashing you will collect 2 Screams. You can also collect bonus points (5 million, 10 million or 20 million points) from here during Multi-Demon mode.
Shooting the Screams ramp a certain number of times will also enable other bonuses:
10 shots enable an Extra Ball on the Tower ramp.
20, 30, 40 ... shots enable 5 million points on the Tower ramp.

THE RIGHT PASSAGE

Shoot the ball through this passage to access the "KEY" Roll overs and the Tower ramp when it is open.
If you shoot the passage when the "PLUS" light is flashing you will collect 1 million points and increase thé bonus by 1 million, so that the next time you shoot the ball here while the "PLUS" light is lit you will collect 2 million points and add another 1 million, and so on.

THE LEFT RAMP

Every time you shoot the ball up the Left ramp and then shoot it again straight afterwards, you will collect 1 million points.

THE MIDDLE PASSAGE AND THE CLEAR RAMP

Shooting the ball through the Middle passage will force it onto the Clear ramp, where the ball can fall down 1 of 2 paths. The 1st path leads into the Vault and the other path leads to the Left flipper. In each case the ball will roll past the "RIP" lights, so use your skill to light them up and enable the Kickback in the Vault.
Also, the "PLUS" and the "2X SCREAM" lights will be enabled on the Right passage and the Screams ramp respectively if the ball falls down the Clear ramp and straight out into the table.

THE STONE AND BONE LIGHTS

Light up all the "STONE" and "BONE" lights to enable a Ghost on the Middle passage.

THE WELL BALL-TRAP

If you shoot the ball into the Well you will collect the current Well Treasure bonus. You can also collect a Multi-bonus from here when the "MB" light is flashing.

THE VAULT BALL-TRAP

Once you have enabled a Ghost, shoot the ball into the Vault to collect it. If there are no Ghosts enabled, shooting the ball here will award the current Vault score. If the ball is heading for the Vault from normal play (i.e. not from the Clear ramp) and the "KICK BACK" light is flashing, the ball will enter the Vault, you will collect the bonus and the ball will be shot back into the table. Otherwise, the ball will fall out of play via the left Side-lane.

MULTI-BONUSES

To enable and collect the next Multi-bonus in the sequence, shoot the ball through the Middle passage and then into the Well.

A LOOP COMBINATION

If you shoot the ball through the Middle passage and onto the Clear ramp so that it falls straight out into the table and then shoot the Screams ramp followed by the Left ramp, you will collect 5 million points.

THE TOWER HUNT FEATURE

During the Tower Hunt feature, you can collect multi-million bonuses by shooting the ball up the Tower ramp. The 1st time you shoot the Tower ramp you will collect 5 million points. The 2nd time will award you 10 million points and if you manage to shoot the ball into the Tower a 3rd time, you will collect 20 million points.
The Tower Hunt feature is enabled by collecting the Blue Ghost and will last for 30 seconds once it is enabled.

THE GHOST HUNTER FEATURE

During the Ghost Hunter feature, hitting any drop-target, bumper or switch will award 1 million points.
The Ghost Hunter feature is enabled by collecting the Yellow Poltergeist and will last for 30 seconds once it is enabled.
The Jackpot is also available on the Tower ramp during this 30 second period.

THE MULTI-DEMON FEATURE

The Multi-demon feature is enabled by collecting the Blue Octopussy. When this feature is enabled, shooting the ball into the Vault or the Well will "lock" it in. When the new ball appears in the chute, try to shoot it into a ball-lock as well, as the more balls you have locked away, the higher the multi million bonus will be:

1. Shooting the Screams ramp when you have no balls locked away awards 5 million points.

2. Shooting the Screams ramp when you have 1 ball locked away awards 10 million points.
3. Shooting the Screams ramp when you have 2 balls locked away awards 20 million points.

The Multi-demon feature lasts for 30 seconds once enabled.

THE GRIM REAPER FEATURE

During the Grim Reaper feature, shooting any ball-trap (the Vault or the Well) or ramp will award you with 5 million points.
The Grim Reaper feature is enabled when you collect the Grim Reaper Ghost, and once enabled will last for 30 seconds.
The Jackpot is also available on the Tower ramp during this 30 second period.

THE GHOSTS

Whenever the "STONE" and "BONE" lights are all lit you enable a Ghost. Collecting Ghosts awards bonus points or enables bonus features. Ghosts are enabled and collected in the following order:

1. Bat - awards 5 million points.
2. Blue Ghost - enables the Tower Hunt feature.
3. Green Smiler - enables an Extra Ball on the Tower ramp.
4. Red Devil - awards 10 million points.
5. Yellow Poltergeist - enables the Ghost Hunter feature.
6. Blue Octopussy - enables the Multi-Demon feature.
7. Mummy's Head - awards 15 million points.
8. Grim Reaper - enables the Grim Reaper feature.

Note that a lit Ghost must be collected before another Ghost can be enabled.

THE SUPER JACKPOT FEATURE

If you shoot the ball up the Tower ramp straight after collecting the Jackpot (while the "S-JACKPOT" light is flashing under the Tower ramp) you will collect the Super Jackpot of 50 million points.

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Credits

Development:	21st Century Entertainment Ltd.
Programming:	Spidersoft Ltd.
	Chris Jones
Graphics:	Robert Lever
Sound:	Mark Cooksey
Production:	Barry Simpson/
	Stewart Gilray
Exec. Production:	Steve Marsden

GameTek, Inc.

Producer:	PAX
Executive Producer:	Rod Humble
Creative Director:	Stephen Curran
Production Manager:	Sherry Kross
Art Director:	John Tombley
Logo Design:	Wendy Weber
Illustrator:	Mad Works

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